Movement on the Board

The Outer Border is for wilderness travel and to visit the Four Cities.

Wilderness is forest, plain desert, mountain, marsh, sea, lake and river.

Movement in wilderness varies as to type and is a die roll (six sided) per Turn. Characters can move 1 space irrespective of results of movement roll.

Forest 1 die minus 1 ***Plain*** 1 die ***Mountain*** 1 space only. ***Marsh*** 1 die minus 3 ***Water*** 1 die (Requires Boat)

When a character ends movement on a space the Referee rolls a die. On a 1 an Event occurs, and he or she then rolls percentile dice to determine the event on the Wilderness Type Event tables. The tables detail the results of the Encounter. On a die roll of 2 an Encounter occurs, and the referee rolls percentile dice to determine the encounter by Wilderness Type Encounter tables.

Events and Encounters in the Four Cities, as well as in the Labyrinth, are handled differently.

The Labyrinth can only be entered through a space with a door to the underworld on it. There is always only 1 door to the underworld on the Outer Border during a game. Characters may travel to it if they have a Map.

On a roll of 1 the door has a guardian. The referee rolls on the Wilderness Type Encounter Tables to know what sort. On a roll of 2, there is a spell upon the door. In that case, the referee will roll a die. There is a saving throw against any door spell permitted on a 12 sided die throw: a result equal to or lower than a Character's Spirit score means any unpleasant effects are avoided

1 – Enfeeblement: lose 1 die on Strength value. ***2*** – Loss: lose 1 Pack item, non- magical. Referee determines randomly. ***3*** – Confusion: Minus 3 action points for a number of turns equal to a throw of a four sided die. ***4*** – Black Veil. No firelight will ignite for 1-4 Turns. ***5*** - Descent: party will emerge 1-4 levels below the Utmost level. 6 – Rune of Light. A good spell!

To see what a Rune of Light does, throw a 6 sided die, ignoring this result if it is rolled again. The spell rolled ***(1-5)*** will have the opposite effect listed. If Black Viel is rolled, light sources will have 1-4 extra uses. If Descent is rolled, the party will start as normal but will gain 1-4 temporary bonus Action points as they enter levels 1-4.

In the utmost Labyrinth, play begins in the exact middle of the central chamber. Doors used will determine at what location play begins on a lower level.

The Four Cities

The Four Cities are ***Carrohoene, Carce, Grondburg,*** and ***Haen***.

Each corner space of the Outer Border belongs to a city. Upon reaching a city, characters may buy and trade goods, weapons, etc. They can also rest. They might experience events and encounters. There is a pricelist of goods and services used, it is much the same in all the cities with adjustments noted in the Price List.

To enter any city always requires a gate tax of Silvers equal to a die throw.

For each day characters remain in the city the referee rolls a die. On a 1 an event occurs. On 2 there is an encounter.

In all of the Four Cities, the referee consults the City Events Table using percentile dice. These dice are also used on the Encounter table. However, each city has an Encounter table unique to it.

Movement in the Labyrinth

Here, movement is handled each Turn. Characters use Action Points to move through spaces with a limit noted on the character sheet next to Move Limit. Utter darkness without any magical or fire light allows only one space per turn. Any Action Points left over after a move can be used to perform other actions.

All actions have a cost as well. Some common ones are:

Minor spells – 1 point. Major spells – 3 points. Attack – 2 points and only once per Turn. Defend – 2 points. Take item from Pack – 2 points. Use item - 1 point. Issue command or short utterance – 1 point. Light lantern or torch- 1 point. Search room - 5 points. Move up or down stairs, restricted to Move Limit.

This list can guide the referee should anyone wish to take some other action.

The Labryrinth consists of 14 Rooms. Nine rooms lie within the colored borders (red and blue). These are the 8 outer corner chambers and the central chamber.

The colored borders are drawn in such a way that they may be treated as either recessed or raised. Optically they may also be treated as walls of rooms on a level, neither raised or recessed, as need dictates.

Recessed chambers are treated as a lower level of the Labyrinth. Raised ones are an upper level.

Whether lower or higher is determined by the placement of a ***stair marker***. The referee lays the marker down in Stair markers are always placed at one of the corners of the central room which connects with a corner of one of the 8 outer corner rooms. They can never be elsewhere.

A stair marker remains where placed until the party has abandoned a level when it is taken from the board. It must always be a down direction when placed on the Utmost level. From second level on down the referee will determine the direction of the marker at random. Throw a six sided die. ***1-3*** Up ***4-6*** down.

Once travel begins up or down, it will continue to be a lower or upper level until the opposite stair marker is placed. A new star marker is only drawn when all rooms of the current Labyrinth have been explored or when the referee wants.

Doors

There are 20 door markers, identified as either normal doors or magically hidden doors. All normal doors are placed where the referee wants, but magically hidden doors are not laid on the board until revealed by spells or other magic. Their location is noted by the referee when he or she is drawing door markers, determined by random die rolls.

If a hidden door is placed in the Outer Corner rooms roll 4 sided die to locate at the indicated space. Hidden doors in the central chamber are randomly located in the same manner but using a 12 sided die.

The 8 outer corner rooms must always have two doors. One must allow entrance and exit to the Outer Halls. Another must access one of the four spaces located within the colored borders connecting the 8 outer corner rooms to the central chamber. The other remaining doors are placed in the central chamber to provide access either to the aforementioned four spaces or directly to the Outer Halls.

Using this method, a party will have means of accessing all rooms on the Labyrinth level.

Remember that no door is required where a stair marker is placed and that until a new stair marker is only drawn when all rooms and outer halls of a level have been explored.

Until a new stair marker is placed, the level does not change and the colored borders are viewed as recessed or raised, but as walls of rooms. As soon as a party abandons a level via a stair marker, the marker is removed.

An up stair marker can always lead directly to any previously explored level in the upper labyrinth, and that goes for a down stair marker as well regarding lower catacombs. The party must specify the level desired.

In this way they can return to any level explored in case they need to revisit clues or other features there, as well as depart the Labyrinth for the Outer Border again and return to the lands above.

Within the Labyrinth

The referee may have adventure scenarios written out and mapped out with levels, monsters, features and treasures. He or she may also rely upon the Labyrinth Encounter Tables as well. Note that should the party return to any level already cleared of monsters, every room has a 1 in 6 chance on a die roll of a random encounter of beings who have wandered there in the part's absence.

Treasures and magical items have their own probability tables.

It is important here to note that the board is laminated. At any time the referee desires a map unrelated to or adapted to the existing rooms can be drawn upon the lamination, as well as any notes, special features, or markings used to aid player understanding or memory.

It should go without saying that within the Labyrinth characters need light, from magic or fire light. They can only see from one to another through a normal door that is open.

Rest

Rest is only possible in a room cleared of danger. It can be affected by certain magics or magical items.

For every Turn rested, players receive two Spirit points and two Strength points. They can also restore up to 25%, rounded up, of their Health score. Further restoration requires spells or magic items.